

# Dramatis Personae

Introducing four new legendary characters for Marienburg, based off heroes from the four warbands to make it to 40 Campaign Points before the campaign ended with the Hornswagglers of Hashut taking the victory. These are basically the characters as they were in the campaign, each with an extra special custom rule to make them unique. Some skills and saves and equipment were combined to make them read and play simpler, but these are but four of

the crazy warriors we had running around. You will never see the stats of Toshiro Genbu the ogre leader with a regenerating stone, toughness 8 and the Runefang. Or Mad Ruta the Harbinger Whale man. Or the Seductive Unnamed Fimir leader whose devotion to Slaanesh made him irresistible.

Anyway, enjoy! If you dare.....

## Nibbles, the Grand Sneak/Stab of Bitter Stink

*Nibbles left his nest young to apprentice to a Chaso Dwarf gunsmith... Turns out he was actually just gonna be a slave. He spent a few years being their general butchy; Working for the gunsmith, and fighting animals for their entertainment. Nabiq earned the nickname nibbles after chewing through a wolf's throat while it was mauling him. For a skaven, he was patient, and after learning everything he could from his unwitting teacher, he casually picked the lock on his cage and wandered through the camp. Slaughtering the whole camp in their sleep. Leaving the Chaos dwarf slave train in his wake, he made his way to Marienburg and into the employ of the Vermin Similitudes, where he made a name for himself as an assassin who did not care for his own safety, charging blindly at even the largest opponent. He once took down half a Lizardman raiding party single headedly, carving thorough them like a rodent hurricane. Nowadays the Vermin Similitudes have moved on from Marienburg but Nibbles is still spoken about in the dark corners of the town like an urban legend.*

**Hire Fee:** Nibbles can be hired for three wyrdstone pieces and has an upkeep of a further 3 pieces per game.

**May be hired:** Warbands following the Poisoning the Well plot may hire Nibbles.

**Rating:** Nibbles increases a warbands rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nabiq	6	4	3	4	3	2	4	4	4

**Weapons & Armour:** 2 Weeping blades, veterans hand, three smoke bombs.

**Skills:** Infiltrate, Art of Silent death, Tail fighting, Play dead, Expert swordsmen, Step Aside. Horrible Scars.

### SPECIAL RULES

**Hatred of Stunties:** Nibbles suffers hatred of all short people after his torture at the hands of Chaos Dwarves. This includes Chaos dwarves, regular dwarves and halflings.

**Dwarven Flashbacks:** Nibbles suffers from flashback to the days of his imprisonment which send him into a terrifying rage. At the start of each of his turns you may choose to give rage; Nibbles will suffer from frenzy and gain +1 strength. After which, if at the end of each of his turns he has not taken a model out of action that turn, he passes out from the fury and is out of action himself.



# Slave Master Haggard, the Stone Daemon of Suidock

*Marienburg is a melting pot of culture and races. Merchants and warriors come from all over the world to find work, even from the distant tower of Zharr-Naggrund. Banished from the Dark lands for his dalliances in Necromancy, Sorcery Prophet Haggard was sent into to old world to gather slaves to work the furnaces of Hashut. Landing in Marienburg Haggard immediately thrived in the chaos. The city was full of easy marks and the lax police force made his job easy and his wagons were soon full of slaves of all species. Rather than learn his lesson the first time, Haggard dove harder into the necromantic arts, and though his dark god punished him with the Curse of Stone he would not be dissuaded. Augmenting his almost immovable body with an increasingly complex mechanical apparatus he was soon able to call up countless undead horrors and as his enemies fell, they rose again at his side. With his right hand man, an Undead Fimir warrior named Zrock, his conquest of the Marienburg underworld was almost complete. He had three main road blocks; the Skaven, commanded by the minor Eshin clan; the Vermin Similitudes, the League of Gentlemen Entrepreneurs; Enforced by the Black Sea Devils, and the River Watch come political party the Marienburg Socialist Republic Party. In one fell swoop, he cut the heads off the hydra that was his enemy. Causing a riot in the Suidock Haggard marched on and took the Police watchhouse, the Merchant Manor of the League, whilst the River watch was distracted Burning Rat rock to the ground and the Black Sea Devils fought fimir in the Sewers. With Marienburg firmly in his grip Haggard no longer needs or wants Zharr-Naggrund's approval, the slaves are his now and his empire is growing.*

**Hire Fee:** the Stone Daemon costs D3cp to hire and 1cp for every battle after the first he participates in. If Haggard has acquired any undead warriors during the campaign he cost an extra 20gc per undead hero.

**May be hired:** Warbands following the Price of Power, the Promise of Power or the Body Trade may hire Slave Master Haggard.

**Rating:** Haggard increases a warbands rating by +150 points

Profile	M	WS	BS	S	T	W	I	A	Id
Haggard	5	5	3	5	5	3	4	5	10

**Weapons and Armour:** The Hide of the Daemon.

**The Hide of the Daemon:** The hide of the daemon is a specially crafted mechanical suit, designed to keep Haggard moving despite his extremely advanced Curse of Stone. It incorporates a rope and hook for climbing, two wrist mounted blunderbusses, and a Pair of Veterans hands to replace the ones he lost to the Curse. The extra movement from the suit, plus the attacks and strength from the veteran's hands have been added to his profile.

**Skills:** Slaver, Sorcery, Step Aside, Pit Fighter

## SPECIAL RULES

**Causes Fear:** Haggard is a legend in Marienburg and even his name strikes fear into most men.

**Blessing of Stone:** the Curse coupled with his mechanical suit gives Haggard a 3+ armour save that cannot be reduced past 5+ even by critical hits. It also gives the bonus of a helmet (4+ stun save) and makes him immune to poison.

**Sorcerer and Necromancer:** Haggard has a mastery of both Necromancy and the Rituals of Hashut and knows the following spells; Flickering Hide, Lava Flow, Life Stealer, Spell of Doom, Spell of Awakening, Sacrificial Ritual, Combustion.

**Sinks like a Stone:** Haggard cannot swim and will be taken OOA if he falls into the water.

**Slaves to Darkness:** any Models raised from the dead by Haggards Spell of Awakening stay with Haggard as his eternal slaves. When hired people will also gain the undead heroes Haggard has raised. Each undead slave adds 20 gold to the price of Haggard.

**Hard to Kill:** 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

**Hard Head:** ignore the special rules for concussion

**King of the Underworld:** Haggard is a major crime boss and cannot be arrested.

**Deathspeaker** At the start of the battle, the Haggard may deploy D3 Zombies for free. These zombies do not count towards the maximum number of models in the warband, but increase the warband's rating as normal. These Zombies can be used for Combustion. These Zombies only last for the duration of the battle



## Combustion

Difficulty 8.

Haggards command over necromancy and the lava rituals of Hashut give him unique powers over corpses. During the battle Haggard may attempt to detonate any zombie, friendly or otherwise. The Spell has a range of 12", if cast successfully the zombie explodes causing a S4 hit on any model within 4" of the corpse, these hits can set models on fire.

# Nor'Kahn, the Black Sea Devil

Once a Dark Elf noble of a promising house, Mor'Kahn chose the life of a Corsair Captain, leading his crew on daring raids against human settlements of the south. Unimpressed with the meagre returns for such a journey however, he soon cast his gaze toward a much more promising prize – Ulthuan. Striking coastal towns of the High Elf homeland with terrifying brutality, Mor'Kahn and his crew would disappear into the dangerous shoals of the Black Sea, escaping any Asur retribution and earning him the name the Black Sea Devil.

However, after abducting an Asur Prince, the High Elves mustered a silver fleet to track down and kill Mor'Kahn once and for all. The silver fleet chased him right into the dreaded Black Sea and had Mor'Kahn surrounded. With his death most assured, Mor'Kahn and his sorceress paramour, She'ila, beseeched the God of murder Khaine himself. Deliver us this day so that we may visit upon Ulthuan a tide of blood to swallow the land. With the blood-sacrifice of the Asur Prince binding the pact, Khaine opened a portal beneath Mor'Kahn's ship and warped them to realm of murder.

They lived to fight another day, but the toll was heavy. Passage through the warp ravaged their features and twisted their skin until Mor'Kahn and his crew bore pail and horrifying visages. It was then that they donned their signature horned helms and one and all became the Black Sea Devils.

Since then the Black Sea Devil and his fell crew purchase passageway through the warp, striking wherever he pleases and disappearing without a trace.

**Hire Fee:** Mor'Kahn fights for treasures, if during this round your warband gains a reward of some sort; eg Booty chart roll, extra treasures, an artefact etc, either through victory in a scenario or through exploration Mor'Kahn will take the reward rather than his normal fee. If no treasure is found Mor'Kahn charges 100 gold crowns.

**May be hired:** Warbands following the Secret Deal or the Ten Great Families may Hire Mor'Kahn

**Rating:** Mor'Kahn increases a warband's rating by +100 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Mor'Kahn	5	7	5	4	4	3	6	3/4	10

**Skills:** Step Aside, Dodge, Fey Quickness, Web of Steel, Strike to Injure, Fury of Khaine.

**Weapons & Armour:** Mor'Kahn comes equipped with a Dark Elf Sword, a Shield, Light Armour, a Sea Dragon Cloak, a Blood Stone and the Depthless Mask (previously Mask of the Merlord).

**Depthless Mask:** Constructed by the sorceress She'ila after his disfigurement in the warp, the mask of burnished gold portrays Mor'Kahn as he once was. The moment he affixed the mask to his face however, it seared itself to his warp-tainted skin. Jagged golden horns sprouted from the masks crown and Mor'Kahn let loose an unearthly howl. The mask was now a representation of Mor'Kahn's soul, and where his eyes once peered through, now there was only a depthless black. The mask gives enemies attacking Mor'Kahn a -1 To Hit penalty in hand to hand combat. It also allows him to glide across the water as if it were solid ground. He may move full movement over water terrain.

**Blood Stone:** A dread stone that's very nature can warp-taint the bearer into becoming a pawn of the God of Murder or the Blood God. The Hero takes on a bestial aspect, giving him a bite, clawed or horned attack (use rules for bite). If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+.

## SKILLS

**Fey Quickness:** Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

**Fury of Khaine:** Mor'Kahn is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Druchii may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging.





## Hauppman Heinrich of the River Watch

*Heinrich is a character study on the duality of man; a fine upstanding police man by day, a slave to darkness and addiction by night. A super cop by all accounts who became the youngest sergeant in River watch history, he along with his colleagues pulled the Watch from gutter to make it the finest department in all of Marienburg, outshining and out-arresting the Elf Watch and the Black caps combined. His power and efficiency caught the eye of a priest of Stromfels who called upon his god to corrupt the lawman. The manner of his corruption, his sin if you will, soon showed itself. Heinrich was not a young man, and in his bid to keep up with the changing face of crime he turned to drugs. His descent into depravity was fast and soon he was on the Daemon Dust, one the strongest Narcotics available. It made it almost invincible fighting for Justice with the blank eyes of a chaos berserker. And when his supply ran out, there was the Priest of Stromfels with tip offs on where to get more, who to arrest, and where to raid. His corruption soon showed itself physically in the form of a scorpion tail and soon after that he found himself doing odd jobs for the Priest and quickly after that, fighting alongside him in small gang skirmishes, as the lure of chaos is great. It's an open secret on the Suidock that this Knight of Purity is moonlighting as a Knight of mutants, but in his mind Heinrich keeps telling himself that it's a means to an end, if he gets the dust, he can stop the crime.*

**Hire Fee:** Heinrich may be hired at a rate of 100 gold crowns or two doses of daemon dust. Drowning the witch warbands may not pay in Daemon Dust.

**May be hired:** Warbands following Guarding the Peace, Drowning the Witch, or Gaze of the Gods may hire Hauppman Heinrich.

**Rating:** Heinrich increases a warband's rating by +100 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Heinrich	5	6	3	4	4	3	4	4	7

**Weapons & Armour:** Krakentooth sword, Gromril armour, Shield, Sea dragon cloak Helmet, elf boots, venom ring, scrimshaw bauble, lucky charm, rabbits foot, healing herbs

**Skills:** Step aside, mighty blow, strike to injure, pit fighter, resilient, weapons training, bulwark, combat master lightning reflexes, melee expert.

### SPECIAL RULES:

**Knight of purity:** despite all evidence to the contrary Heinrich is still a Knight of Purity and follows all rules associated with them, unless he is working for a Gaze of the Gods warband.

**Dark Secret:** As a physical reminder of his corruption Heinrich has Scorpion tail which he hides for the most part under his cape. The tail grants him +1 Attack at Strength 5 (Strength 3 if the target is immune to poison.)

**Coping mechanisms** Heinrich is addicted to Daemon Dust and requires two doses for it to have its normal effect (+1S, +1I, Frenzy). If hired with Daemon Dust he will take it before the battle.

